

Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A gaming apparatus for conducting a wagering game, comprising:
a video screen for displaying a dynamic video image; and
a physical structure for displaying non-video artwork, the dynamic video image and non-video artwork artworks being visually linked blended to form an integrated dynamic image associated with the wagering game, the physical structure covering a portion, but not all, of the video screen and being moveable relative to the video screen, the movable physical structure interacting with the dynamic video image.
2. (Original) The apparatus of claim 1, wherein the integrated image represents a randomly selected event of the wagering game.
3. (Original) The apparatus of claim 1, wherein the non-video artwork includes stationary indicia.
4. (Original) The apparatus of claim 4, wherein the structure is selectively illuminated to vary in color.
5. (Original) The apparatus of claim 5, wherein changes to the color of the structure are synchronized with changes to the video image.
6. (Original) The apparatus of claim 1, wherein the video screen is included in an LCD display.
7. (Original) The apparatus of claim 1, wherein the structure exposes a portion of the video

screen, the exposed portion having a non-rectangular shape.

8. (Original) The apparatus of claim 1, wherein the structure is three-dimensional.

9. (Cancel)

10. (Cancel)

11. (Currently Amended) The apparatus of claim 1 ~~10~~, wherein the movable structure identifies one or more elements in the video image.

12. (Original) The apparatus of claim 1, wherein the structure includes a physical or virtual hole exposing an area of the video screen, the video image including an award in the area.

13. (Currently Amended) A gaming apparatus for conducting a wagering game, comprising:
a video screen;
a physical structure for displaying non-video artwork, the physical structure covering a portion, but not all, of the video screen, the physical structure being movable relative to the video screen; and
a controller for generating a dynamic video image on the video screen, the dynamic video image and non-video artwork artworks being visually blended linked to form an integrated image associated with the wagering game, the moveable structure interacting with the dynamic video image.

14. (Currently Amended) The apparatus of claim 13 ~~3~~, wherein the integrated image represents a randomly selected event of the wagering game.

15. (Currently Amended) The apparatus of claim 13 ~~3~~, wherein the non-video artwork includes stationary indicia.

16. (Original) The apparatus of claim 15, wherein the structure is selectively illuminated to

vary in color.

17. (Original) The apparatus of claim 16, wherein changes to the color of the structure are synchronized with changes to the video image.

18. (Original) The apparatus of claim 13, wherein the video screen is included in an LCD display.

19. (Original) The apparatus of claim 13, wherein the structure exposes a portion of the video screen, the exposed portion having a non-rectangular shape.

20. (Original) The apparatus of claim 13, wherein the structure is three-dimensional.

21. (Cancel)

22. (Cancel)

23. (Currently Amended) The apparatus of claim 13 22, wherein the movable structure identifies one or more elements in the video image.

24. (Original) The apparatus of claim 13, wherein the structure includes a physical or virtual hole exposing an area of the video screen, the video image including an award in the area.

25. (Currently Amended) A method of conducting a wagering game on a gaming machine, comprising:

receiving a wager to play the wagering game;

displaying a dynamic video image on a video screen; and

displaying non-video artwork on a physical structure, the physical structure covering a portion, but not all, of the video screen, the dynamic video image and non-video artwork artworks being visually blended linked to form an integrated image associated with the wagering game;

moving the physical structure relative to the video screen; and
interacting the moving structure with the video image.

26. (Original) The method of claim 25, wherein the integrated image represents a randomly selected event of the wagering game.
27. (Original) The method of claim 25, wherein the non-video artwork includes stationary indicia.
28. (Original) The method of claim 27, further including selectively illuminating the structure to vary in color.
29. (Original) The method of claim 28, wherein the illuminating step includes synchronizing changes to the color of the structure with changes to the video image.
30. (Original) The method of claim 25, wherein the video screen is included in an LCD display.
31. (Original) The method of claim 25, further including randomly selecting an outcome for the wagering game, the integrated image being associated with the outcome.
32. (Original) The method of claim 25, wherein the structure exposes a portion of the video screen, the exposed portion having a non-rectangular shape.
33. (Original) The method of claim 25, wherein the structure is three-dimensional.
34. (Cancel)
35. (Cancel)
36. (Currently Amended) The method of claim 25 35, wherein the interacting step includes

identifying one or more elements in the video image with the moving structure.

37. (Original) The method of claim 25, wherein the structure includes a physical or virtual hole exposing an area of the video screen, the video image including an award in the area.